

DOUBLE Dribble™

THE ULTIMATE
BASKETBALL GAME



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DOUBLE Dribble™ is a trademark of Konami for
Nintendo Game Boy, Amiga, and others.

DOUBLE DRIBBLE™

- 1. Available as Kit or Dedicated U/R
- 2. 2 Player interactive w/a Continuation Feature
1 Player mode player plays against the CPU
- 3. Each Player's 1 – 8 way Joystick
Controls Are: 3 – buttons:

OFFENSE

- 1 – Dribble
- 1 – Pass
- 1 – Jump/Shoot

DEFENSE

- Steal
- Switch Def. Player
- Rebound

- 4. Realistic Effects:
 - 5 characters on each team with 5 different specialties
 - official quarters and a half-time switch
 - victory celebration for the winning team
 - angry/emotional coaches
 - cheerleaders
 - mascots
 - cheering fans
 - opening ceremony
 - challenge shootout
 - referees
 - time outs
 - press/conference table

Descriptions:

To start the game, the player gives his team a name and the National Anthem plays. Push a button and the game will begin. The player controls his team with the use of an 8-way joystick and 3 buttons. The character that is outlined in white and is holding the ball (offense) is the one that the player is controlling. The player can do all of the things that a real-life basketball player does: dribble, shoot, pass, free throw, and try for a slam dunk. The slam dunk is shown in a slow motion zoom shot. There are five different styles of the slam dunk feature depending upon which character is trying the shot. As for the free throw, statistics are kept and are announced when the player tries for a free throw.

As in a real basketball game – strategy is a must. The player must utilize different team members depending on how the game plays. (e.g. – The guards are superior dribblers and good outside shooters. The centers are preferable for rebounding etc. . .)

Throughout the game play, referees are watching the game play, blowing their whistles, and announcing all of the fouls that occur. On the sidelines, the player will find his own cheerleader squad with a team mascot. At halftime the players switch sides as if they were playing regulation basketball.

At the end of four quarters of play, there is a victory celebration for the winning team. At the end of each quarter, there is a challenge shoot out for extra time. Each player is given 25 shots. For each successful shot, the players are awarded 1 extra second of play. One bonus minute is awarded in addition to the 25 seconds for a perfect round.

THIS IS THE ULTIMATE BASKETBALL GAME!!



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